# STAR WARS™ OUTER RIM™

## UNFINISHED BUSINESS EXPANSION

## OVERVIEW

*"Oh, the stories I could tell. So many of them true."—Hondo Ohnaka*

*Unfinished Business* provides new characters, equipment, ships, jobs, cargo, and crew for aspiring smugglers and bounty hunters, as well as a way for them to travel quickly across the galaxy by passing through the Core Worlds. This expansion doubles the size of each encounter deck to ensure that no two games are alike.

This expansion introduces two optional variants: favors and ambitions. Favors allow players to aid each other in various ways, creating new avenues for negotiation and increasing player interaction throughout the game. Ambitions present players with additional goals they must accomplish to win the game, providing them with long-term strategic direction.

Finally, this expansion enhances the base game's single player mode by providing the option to compete against bounty hunter characters and by adding a special AI card for each character so that each opponent poses its own unique challenge.

## COMPONENTS

2 Core Worlds Endcaps

8 Character Standees (with 8 Plastic Stands)

91 Encounter Cards

45 Market Cards

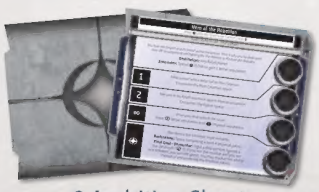
8 Character Cards

6 Ship Sheets

52 Databank Cards

21 AI Cards

4 Reference Cards



8 Ambition Sheets

3 Dice

4 Debt Tokens

11 Orange Contact Tokens

4 10,000 Credit Tokens, 4 Damage Tokens, and 12 Goal Tokens

# USING THIS EXPANSION

Before setting up a game using this expansion, add the following cards into the existing decks:

- Character Cards
- Encounter Cards (**Note:** replace Takodana encounter card #10 from the base game with card #10 from this expansion.)
- Market Cards
- Databank Cards

All cards in this expansion have the *Unfinished Business* icon to distinguish them from cards in the *Outer Rim* base game.

Expansion Icon

## Setup

When using this expansion, make the following changes to the setup rules on page 16 of the Rules Reference:

- **Core Worlds:** When building the map, use the Core Worlds endcaps instead of the ones provided in the base game. Also, shuffle the Core Worlds encounter deck and place it near one of the endcaps. When setting up patrols, the Rebel and Syndicate patrols start on the same navpoint on the Spinward Core endcap, and the Hutt and Imperial patrols start on the same navpoint on the Trailing Core endcap. When new patrols are spawned, they spawn on those same spaces, respectively.
- **Orange Contacts:** When placing contact tokens on planets, randomize the orange contact tokens and place **one facedown on each planet** (not on contact spaces). Do not place them on Core Worlds spaces.
- **Reference Cards:** Give each player one of the reference cards included in this expansion. This card replaces the "Player Turn" side of the base game reference cards, but players may still find the "Ways to Gain Fame" and "Skill Test" sections on the back of the base game reference card helpful.

## The Databank

This expansion adds many cards to the databank. These cards function exactly as other databank cards, and are added to the deck in numeric order.

The pips on the back of cards indicate how many copies there are of each card. However, this expansion adds cards that make some of those pips inaccurate, as follows:

- **Every job** now has **two** resolution cards in the databank, even though some of these databank cards only have one pip on them. When a job card instructs a player to resolve a specific databank card, they find the two cards, shuffle them, and draw one at random.
- There are now four starting cargo cards (card #91) and four starting job cards (card #92).

## Patrol and Planet Setup Examples

# RULES

*"I never ask that question 'til after I've done it!"*
*—Han Solo*

The following sections describe the rules introduced by this expansion.

## Core Worlds

This expansion provides players with the option of visiting the Core Worlds of the galaxy and even crossing through the Core Worlds to reach the opposite end of the galaxy. This is accomplished by encountering one of the two Core Worlds spaces: the Spinward Core or the Trailing Core. Each Core Worlds space is depicted on an endcap.

Core Worlds

Each of these spaces is a **planet** space for all game purposes. Players can move to these spaces, **perform market actions** on these spaces, and encounter these spaces.

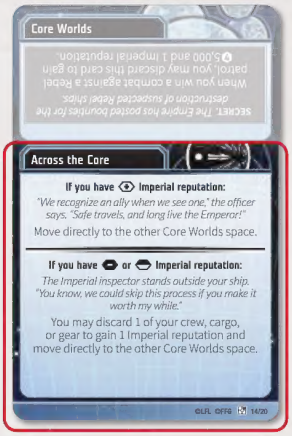
### Core Worlds Encounters

Both Core Worlds spaces share an encounter deck. The cards in that deck represent the adventures a player has while visiting or passing through the Core Worlds region. Crossing through the Core Worlds can be dangerous, especially for players who have negative Imperial reputation.

During a player's turn, if they choose to encounter their space while on a Core Worlds space, they draw the top card of the Core Worlds encounter deck and resolve it.

**Before a player draws a Core Worlds encounter, they must announce if they intend to cross to the other side of the galaxy.** If they intend to cross, they resolve the "Across the Core" section of the Core Worlds encounter card.

If they do not intend to cross, or do not announce that they intend to cross, they resolve the "Core Worlds" section of the Core Worlds encounter card.


Core Worlds
Across the Core
If you have Imperial reputation:
"We recognize an ally when we see one," the officer says. "Safe travels, and long live the Emperor!"
Move directly to the other Core Worlds space.
If you have or Imperial reputation:
The Imperial inspector stands outside your ship. "You know, we could skip this process if you make it worth my while."
You may discard 1 of your crew, cargo, or gear to gain 1 Imperial reputation and move directly to the other Core Worlds space.

Across the Core Encounter

Core Worlds
The Corellian Engineering Corporation's headquarters have ships to match any customer's budget.
Choose "5,000," "10,000," "15,000," "20,000," or "25,000" out loud. Shuffle the market deck and reveal cards from it until you reveal a card with the chosen cost. You may buy that card. Then, shuffle the deck.
Across the Core
Some pirates have pushed an asteroid into the hyperlane to set up an ambush. You're lucky your sensors detected it in time.
Move directly to the other Core Worlds space.
Then, fight a space combat against pirates ( 4). If you lose, either lose 3,000 or discard 1 cargo.

Core Worlds Encounter

The "Across the Core" section of Core Worlds encounter cards provides a way for players to move directly to the Core Worlds space on the other side of the galaxy, assuming they can fulfill the card's requirements. These requirements can be difficult to fulfill for players who have negative Imperial reputation.

When a player is instructed to "move to the other Core Worlds space," they move their standee to the Core Worlds space on the opposite end of the map. There is an icon on each Core Worlds space to remind players of this.

Across the Core Icon

### Core Worlds Clarifications

- A player who moves from one Core Worlds space to the other via an "Across the Core" encounter has **not** moved through any other spaces during this movement.
- When determining the nearest player, space, or component, players do **not** count through the Core Worlds.
- When resolving patrol movement icons, patrols **cannot** cross through the Core Worlds. They cannot move from one Core Worlds space to the other.

## Contact Tokens

*"If you live long enough, you see the same eyes in different people." —Maz Kanata*

Orange contact tokens provide a range of iconic characters that players can recruit as crew or hunt as bounties. As crew, these contacts tend to be expensive to employ, and as bounties, they tend to be difficult to defeat.

Orange Contact

An orange contact token is placed on each planet during setup, and players can encounter such tokens like all other contact tokens while visiting the planet where the token is located.

All other rules that apply to contact tokens apply to orange contact tokens as well.

### Contacts for Player Characters

With the addition of new character cards and contact tokens, a player might encounter a contact token that matches their own or another player's character card. When this happens, the player discards the contact token **immediately** without resolving its databank card or fighting the contact for a bounty. Then, the player resolves a different encounter of their choice, such as encountering their space or a different contact token.

*Example: Chewbacca encounters a facedown yellow contact token in his space and finds the contact token for Chewbacca. Chewbacca discards that contact token and chooses instead to encounter his space.*

### Player Bounties

With the addition of new bounties and characters, it is possible for a player to gain a bounty card that matches a player's character card. Because contact tokens that match characters in play are discarded, a player who has a bounty card for another player's character cannot complete that bounty by locating its contact token as normal.

Instead, the player with the bounty can choose, as their encounter for their turn, to fight that character if they are in the same space. If they are in a planet space, they fight a ground combat. Otherwise, they fight a ship combat. If the player with the bounty **wins the combat**, they complete the bounty. Otherwise, they keep the bounty and can attempt to complete it on a future turn.

#### Player Bounty Rewards

When a player completes a bounty for another player's character, they **ignore all rewards and other effects listed on the bounty card.** Instead, they perform the following steps:

1. Gain 5,000.
2. Gain one fame.
3. If the defending player has negative reputation ( ) with one or more factions, the player completing the bounty chooses one of those factions to gain one reputation with.
4. If the defending player has positive reputation ( ) with one or more factions, the player completing the bounty chooses one of those factions to lose one reputation with.

After completing the bounty, the bounty card is removed from the game.

#### Player Bounty Clarifications

- Unlike a bounty for a contact, a player does not have the option to capture another player's character.
- A player cannot complete a bounty for their own character. However, they may gain their character's bounty card to prevent other players from attempting to complete it.

## Multi-Player Jobs

Some of the jobs from this expansion require two players to work together to complete them. A player with one of these jobs must have another player in their space while at the specified destination to attempt the job. During the job, if a decision must be made, the current player makes that decision. If **any** player involved in the job is defeated during the job, the job fails.

## Opposed Jobs

Some of the jobs from this expansion allow a player to attempt to take credits or assets from another player. These jobs each list a skill as "(opposed)" in their skill list, which means that both players test this skill during the job. The best result for the player with the job is for them to pass their test and their opponent to fail their test.

## Market Action Discards

During the "Discard a Card" step (step 1) of a market action, after the current player discards a card, they may choose to discard a second card **from the same market deck**. They **do not** resolve any patrol movement icons or reveal contact icons (see below) on the newly revealed card, as normal.

## Reveal Contact Icons

Most market cards in this expansion have a reveal contact icon. Like patrol movement icons, the current player resolves this icon when the card is flipped faceup **after a player buys or gains a card** from the market.

Reveal Contact Icon

Each reveal contact icon has a range of numbers on it. When one of these icons is resolved, if the number of players in the game is included in the range of numbers displayed by the icon, the current player **must** choose one facedown contact on their planet and turn it faceup, if able. They do **not** encounter that contact, though they may do so during their encounter step as normal.

The icon shown above is resolved only during games with three or fewer players because it reads: "1–3."

### Reveal Contact Icon Clarifications

- If a player flips a contact that matches any player's character, they remove that contact from the game and flip another token.
- If a player is not on a planet when they resolve a reveal contact icon, that icon has no effect.

## Rotating Assets

Some market cards have assets at both ends of the card. Each of these cards has an arrow in the upper left corner of one of the assets indicating that this is the starting asset for the card.

Starting Asset Icon

A card with two assets.

When a player buys or gains one of these cards from the market, they pay the cost of the starting asset and place the card in a slot so that the starting asset is visible and the other asset is tucked under their ship sheet or player board.

When a player buys or gains a rotating asset, they place it in a slot so that the starting asset icon is visible.

Abilities on the top or bottom of the card may instruct the player to "rotate this card." To do so, they turn the card 180 degrees so that the other asset on the card is right side up. The card remains in the slot that it was in.

### Rotating Asset Clarifications

- If a player gains a rotating asset from another player through a trade or other game effect, that card maintains the same orientation when it is transferred to the new player.
- If a rotated asset is discarded, it is returned to the appropriate deck in the same orientation as all cards in that deck.

# OPTIONAL RULES

This section contains optional rules for favors and ambitions that players can add to their game. Players can use each rule on its own or both of them together. Players should agree as a group which of these rules they will use, if any, before the game starts.

Favors allow players to offer assistance to other players, adding more player interaction and negotiation. Favors do not significantly impact the game's length.

Ambitions add long-term goals for each player that they must complete to win. This increases the game time, but provides a story arc for each player.

## Favors

Even in the cutthroat Outer Rim, competitors can be persuaded to help each other out … for a price.

### Using Favors

A player can request favors from their opponents, even if they are not in the same space. Requests for favors can be made at any time **except** after dice are rolled for a combat or skill test. Each player can only receive one favor per turn.

There are four favors a player can request, as follows:

- **Advice:** Choose a skill to gain for your next skill test during the current turn. The chosen skill must be on the character or a crew of the player who is granting the favor.
- **Combat Strategy:** Roll one additional die in a combat involving your character or ship.
- **Endorsement:** Choose a faction that the player who is granting the favor has positive ( ) reputation with. You are treated as having positive reputation with the chosen faction until the end of the turn.
- **Shortcut:** Gain +1 hyperdrive ( ) until the end of the turn.

If any player agrees to grant a favor, the requesting player gains that favor's effect. If multiple players offer to grant the favor, the requesting player chooses which offer to accept.

### Debt Tokens

Debt tokens represent a promise of a future favor to another player.

If using the favors optional rule, each player takes the debt token that matches the color of their player board during setup.

Debt Token

Like credits, debt tokens can be traded at any time during the game. A player can even trade debt tokens they have from other players.

A player can gain a favor of their choice from another player by returning that player's debt token to them. The player who received the debt token must grant the favor.

### Negotiating

A player can offer compensation to other players in exchange for being granted a favor. Compensation can include debt tokens and credits. A player can also offer to give assets to or trade assets with another player in their space. They can even offer future promises, but any agreement that cannot be immediately fulfilled is non-binding.

*Example: Enfys Nest is resolving a job and must test Tech, which she does not have. She offers Dengar 2,000 to use his Tech skill. Dengar makes a counter offer of 2,000 plus Enfys Nest's debt token, which she agrees to. She gives her debt token and 2,000 to Dengar and gains the Tech skill for her test.*

### Favor Clarifications

- Players cannot request favors from themselves.
- Players can give other players credits **not** to provide a favor to another player. However, such agreements are non-binding.

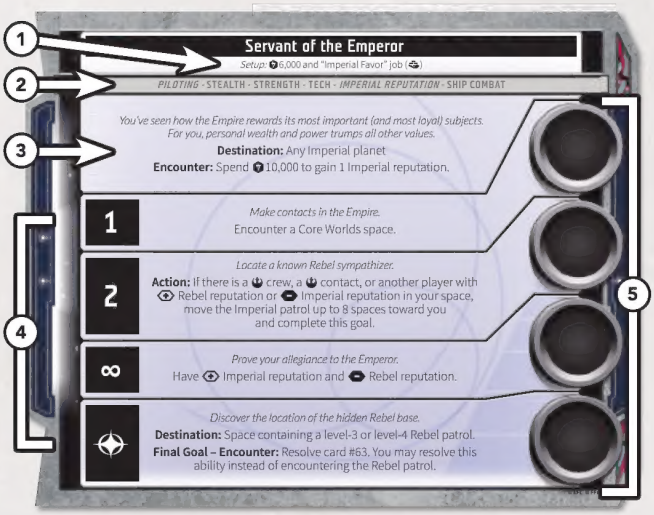
## Ambitions

Ambitions provide each player with a path to cementing their place as the most famous being in the Outer Rim. When playing with ambitions, a player no longer wins just by gaining the requisite number of fame. They must also complete a series of goals to win the game.

### Ambition Sheet Anatomy

When using ambitions, each player has their own unique ambition sheet. Ambition sheets have several parts.

1. **Setup Instructions:** The credits and other benefits the player gains during setup.
2. **Goal Overview:** A summary of skills and other requirements for completing this sheet's goals.
3. **Abilities:** Additional abilities the player can use.
4. **Goals:** Requirements that must be met for the player to win the game.
5. **Progress Tracker:** Goal tokens are placed in these spaces for each completed goal.


1
2
3
4
5
Servant of the Emperor
Setup: 6,000 and "Imperial Favor" job
PILOTING · STEALTH · STRENGTH · TECH · IMPERIAL REPUTATION · SHIP COMBAT
You've seen how the Empire rewards its most important (and most loyal) subjects. For you, personal wealth and power trumps all other values.
Destination: Any Imperial planet
Encounter: Spend 10,000 to gain 1 Imperial reputation.
1
Make contacts in the Empire.
Encounter a Core Worlds space.
2
Locate a known Rebel sympathizer.
Action: If there is a crew, a contact, or another player with Rebel reputation or Imperial reputation in your space, move the Imperial patrol up to 8 spaces toward you and complete this goal.
∞
Prove your allegiance to the Emperor.
Have Imperial reputation and Rebel reputation.
Discover the location of the hidden Rebel base.
Destination: Space containing a level-3 or level-4 Rebel patrol.
Final Goal – Encounter: Resolve card #63. You may resolve this ability instead of encountering the Rebel patrol.

### Ambition Setup

Before setup, players agree on a FAME REQUIREMENT, which is the amount of fame needed to win the game. Ambitions increase the length of the game, so a fame requirement of 8 instead of 10 should be used unless players desire a longer game.

During setup, **players do not gain starting credits**. After all other standard setup steps, place random ambition sheets equal to the number of players **plus one** faceup on the table. Then, starting with the **last player** and proceeding in **reverse turn order**, each player chooses one ambition sheet from those available and places it beside their player board. When all players have chosen a sheet, remove the remaining sheet from the game.

Then, each player follows the setup instructions on their ambition sheet, each of which provides starting credits and some other benefit, usually a market card. These benefits are in addition to each character's setup instructions. Sheets that provide market cards indicate in which market deck the provided card can be found. After searching a deck for a card, shuffle that deck.

### Ambition Goals

Each ambition sheet lists several goals that a player must complete to win the game. Each goal is preceded by one of the following, which indicates when during the game that goal can be completed:

- **Dash (–):** These goals can be completed at any time.
- **Number:** These goals must be completed in numeric order. For example, a player must complete a goal numbered "1" before they can complete a goal numbered "2."
- **Infinity Symbol (∞):** These are ongoing goals that are only complete while their criteria are met. These goals can be completed at any time but are no longer complete if the criteria for the goal are no longer met.
- **Fame Symbol ( ):** This FINAL GOAL can only be completed after the player has an amount of fame greater than or equal to the fame requirement **and** has completed all other ambition goals.

Some of these goals provide a player with an **Encounter** ability, which specifies how the goal is completed. These goals may also specify a **Destination**. The player must be at the specified destination to resolve the **Encounter** ability for that goal. If the encounter instructs the player to resolve a databank card, that card is resolved in the same way as a databank card for a job. If the player is defeated while resolving that card, the encounter fails and the player must try again on a future turn.

When a player completes a goal, they place a goal token on their ambition sheet in the progress tracker space for that goal. If the player no longer meets the criteria for a goal with an infinity symbol (∞), they remove the goal token from that goal's progress tracker space.

When a player has **all** of their ambition goals completed **and** meets the fame requirement, they win the game!

## SINGLE-PLAYER RULES

When using this expansion for a single-player game, the following rules apply:

- **Setup:** During setup, remove "Disable Comms Network," "Honest Robbery," "Sail Barge Sabotage," and "Snatch and Grab" from the jobs (🤝) market deck. Remove card 11 from the Ring of Kafrene/ Takodana encounter deck.
- **Preparing the AI deck:** Each character has its own unique AI card. During setup, choose a character to play against and prepare its AI deck according to which databank card it begins the game with:
  - **#90:** Follow the "Setup" instructions under "Bounter Hunter AI Opponents" on the right.
  - **#91 or #92:** Shuffle the character's AI card into the base game AI cards numbered 1, 2, 6, 7, and 9 in the lower-right corner.
- **Core Worlds:** The AI player cannot move through the Core Worlds.
- **Discarding from the market:** Before buying a card from the market, the AI player can discard **up to two cards** according to the rules under step 1 of "Buying" on page 19 of the Rules Reference.
- **Cargo with a patrol destination:** The AI player does not buy cargo with a patrol as its destination.
- **Rotating cargo:** When the AI player delivers a cargo that rotates, they rotate that card and move its goal token to the new destination.
- **Reveal contact icons:** When the AI player resolves a reveal contact icon after buying a card from the market, they flip the facedown contact token on their planet with the lowest class (fewest pips on its back) faceup. If there is more than one eligible token of the same class, choose one at random.
- **Contacts for player characters:** If an AI player reveals a contact token that matches a player's character, discard that token and repeat the instruction that caused the token to be revealed.
- **Favors:** The favors optional rule cannot be used.
- **Ambitions:** If playing with ambitions, the AI player does not use an ambition sheet. Instead, they begin the game with 6,000 and must earn two additional fame to win the game. To choose your ambition sheet, draw two and choose one to use.

## Bounty Hunter AI Opponents

You can now take on the galaxy's most fearsome bounty hunters during your single-player games by using the new bounty hunter AI deck.

### Setup

To set up a game using the bounty hunter AI deck, follow standard setup for a single-player game with the following changes:

- Choose a character that starts the game with databank card #90 for the AI player.
- Shuffle the chosen character's AI card into the bounty hunter AI deck (cards 1 through 5). Return all other AI cards to the game box.
- The AI player chooses the G-1A Starfighter as its starting ship.

### Playing the Game

The bounty hunter AI deck functions the same as the base game AI deck. To resolve the AI player's turn, draw the top card of the AI deck and resolve it, starting at the top and proceeding downward.

### Hunting Bounties

All bounty hunter AI cards instruct the AI player to move toward or encounter a bounty target. A BOUNTY TARGET is a character, crew, or contact that matches one of the AI player's bounties. If the AI player has a bounty that does not match any character, crew, or faceup contact token on the map, the nearest facedown contact token that matches that bounty's class (white, green, yellow, or orange) is considered to match that bounty.

When the AI player has multiple bounty targets, the AI player uses the following priority:

1. Character
2. Crew
3. Faceup contact of the lowest class (fewest pips)
4. Facedown contact of the lowest class (fewest pips)

If there are multiple bounty targets of the same priority, the AI player chooses the nearest one. If two bounty targets with the same priority are the same distance away, the AI player chooses one of those targets at random.

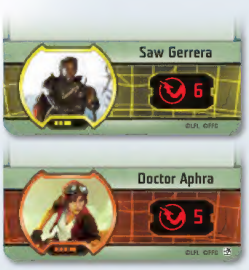
## Encounters

The way in which the AI player resolves an encounter with a bounty target is determined by the target's type. Each encounter results in the AI player resolving either an UNOPPOSED BOUNTY or an OPPOSED BOUNTY, both of which are described later.

There are three types of encounters for the bounty hunter AI player, which it resolves as follows:

- **Contact Tokens:** The AI player can encounter facedown and faceup contact tokens. When encountering a facedown contact token, they flip that token faceup. If the contact matches one of their bounties, they resolve an **unopposed bounty**. Otherwise, the encounter ends.
- **Crew Cards:** If there is a crew in the AI player's space that matches one of their bounties, they can encounter that crew. If that crew belongs to another player, that player can choose to protect their crew. If they choose to protect their crew, the AI player resolves an **opposed bounty**. Otherwise, it resolves an **unopposed bounty**.
- **Character Cards:** If the AI player is in the same space as a player whose character matches one of the AI player's bounties, they can encounter that character by resolving an **opposed bounty**.

### Hunting Bounties Example




Boba Fett's Bounty Cards

Boba Fett is an AI player and has bounties for Saw Gerrera (yellow) and Doctor Aphra (orange). Boba Fett is on Tatooine and has the instruction "Move toward a bounty target (character, crew, or contact)."

A. The human player is playing Doctor Aphra, for whom Boba Fett has a matching bounty.

B. The facedown orange contacts do not match Boba Fett's orange "Doctor Aphra" bounty because Doctor Aphra's character is in play.

C. The contact tokens for Hera Syndulla and Chewbacca are faceup, so they do not match Boba Fett's yellow bounty.

D. Saw Gerrera is not a crew or a faceup contact anywhere on the map, so the facedown yellow contact on Nal Hutta matches Boba Fett's yellow bounty.

Because characters are a higher priority than facedown contacts, Boba Fett moves toward Doctor Aphra.

## Unopposed Bounty

To resolve an unopposed bounty:

1. Remove the contact or crew being encountered from the game.
2. The AI player gains the Elimination Reward on the bounty card that matches the encountered contact or crew and resolves its "After you gain a reward from this card" text.
3. The AI player suffers damage on its character equal to the on the bounty card or on its ship equal to the on the bounty card.

## Opposed Bounty

To resolve an opposed bounty, the AI player fights a combat against the player whose character or crew matches the AI player's bounty. If both players are in a planet space, they fight a ground combat. Otherwise, they fight a ship combat.

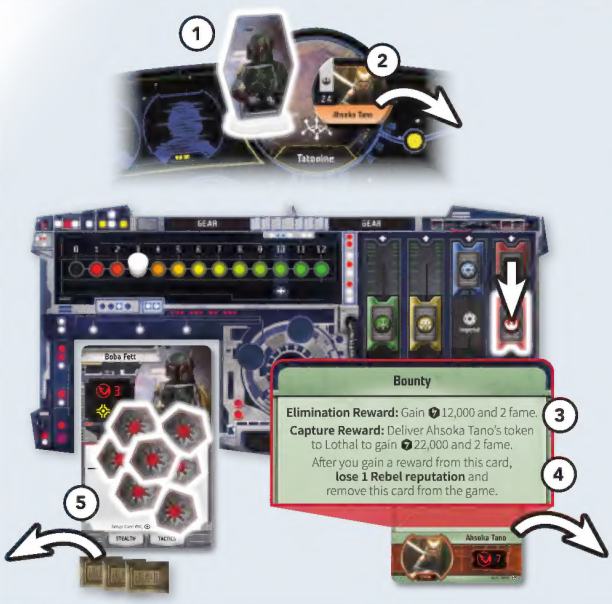
When resolving this combat, follow the steps for combat as normal. The AI player is the attacker and all of its abilities are ignored except those that add to its combat value, health, or hull.

If the defender wins the combat, the AI player discards the bounty card for the character or crew it had encountered.

If the AI player wins the combat, they resolve the following according to the type of encounter:

- **Crew:** The crew card is removed from the game. The AI player gains the Elimination Reward on the bounty card matching that crew and resolves its "After you gain a reward from this card" text.
- **Character:** The AI player gains 5,000 and one fame regardless of the reward on the bounty card. Remove the bounty card from the game. Then, the AI player gains or loses reputation as follows:
  - If the defending player had negative reputation ( ) with one or more factions, the AI player gains one reputation with one of those factions of your choice, but you must choose a faction with which the AI player does not have positive reputation if possible.
  - If the defending player had a positive reputation ( ) with one or more factions, the AI player loses one reputation with one of those factions of your choice.

### Unopposed Bounty Example




1. The Boba Fett AI player has the "Ahsoka Tano" bounty and encounters Ahsoka Tano's contact token on Tatooine.
2. Boba Fett completes his bounty by removing Ahsoka Tano's contact token from the game.
3. Boba Fett gains the "Elimination Reward" on his bounty.
4. Boba Fett resolves his bounty card's "After you gain a reward from this card" text, which causes him to lose one Rebel reputation and remove the bounty from the game.
5. Boba Fett suffers damage equal to the on the bounty card and is defeated, which causes him to lose 3,000.

## Bounty Hunter AI Clarifications

- The AI player cannot buy the "Wanted" job card or the "Information Broker" card from the bounty market deck. When instructed to buy from the bounty market deck, the AI player discards any of those cards if they are the top card of the bounty market deck.
- When the AI player resolves a reveal contact icon after buying a card, the AI player reveals a contact that matches the class of one of its bounties, if able.
- If an AI ability reveals a contact that matches a character in play, discard that contact and repeat the effect that revealed that contact, if able.
- AI players cannot protect their crew.
- When the AI player is instructed to discard the top card of the market deck and gain credits, it is not buying that cargo card, so the AI does not resolve any icons on the next card revealed.

## Using Multiple AI Opponents

This expansion allows you to play a single-player game using multiple AI opponents. To do so, perform setup for both a bounty hunter character (starts with databank card #90) and a non-bounty hunter character (starts with databank card #91 or #92) and randomly determine a turn order for those players—you still begin the game as the first player. The first AI player in turn order starts the game with 6,000 and the other starts with 8,000.

To play the game, resolve each AI opponent's turn separately, drawing AI cards from the appropriate deck (the bounty hunter AI deck for the bounty hunter character and the base game AI deck for the other character). Keep track of each AI player's credits and assets separately. Both AI players are competing with you and with each other to be the first to reach the target fame number.

After each of your turns, draw and resolve one AI card from each AI player's deck in turn order. Then, play passes back to you.

## Opposed Bounty Example

1. The Boba Fett AI player has the "Doctor Aphra" bounty and encounters her on Tatooine.
2. Boba Fett and Doctor Aphra fight a ground combat. Boba Fett wins with 3 damage on his dice to Doctor Aphra's 2 damage.
3. Because Doctor Aphra is controlled by a player, Boba Fett ignores the reward on his bounty and instead gains 5,000 and one fame.
4. Doctor Aphra has negative Hutt reputation, so Boba Fett gains one Hutt reputation.
5. Doctor Aphra has positive Imperial reputation, so Boba Fett loses one Imperial reputation.
6. The "Doctor Aphra" bounty card is removed from the game.
7. Both players suffer damage from the combat.

## EXPANSION CLARIFICATIONS

- **"Broken Arm," "Encrypted Message," "Priority Delivery," and "Structural Damage":** When you gain one of these cards, if you do not have an empty slot of the appropriate type, you must discard another card to create an empty slot.
- **Cad Bane:** Clarifications on Cad Bane's ability:
  - When you "gain 1 additional fame" from an ability, Cad Bane's ability does **not** reduce that fame.
    - *Example: Cad Bane has the "Proton Torpedoes" mod on his ship when he destroys a patrol with a reward of one fame. Cad gains one fame for the patrol plus one fame for the "Proton Torpedoes," reduced by one for his ability, for a net gain of one fame and 5,000.*
  - If an ability reads, "you have X additional fame," that fame is not affected by Cad's ability.
  - If an effect reduces the rewards of a bounty, job, or cargo to 0, this does not affect the credits Cad gains from his ability.
- **Dengar:** If Dengar has the "IQA-11 Blaster Rifle" gear card, Dengar's ability to reduce damage is applied first, and if the damage taken is still greater than two, the total is reduced to two by the blaster rifle's ability.
- **Empty Contact Spaces:** Planets without an orange contact token on them (including Core Worlds spaces) are empty contact spaces for purposes of game effects that refer to such spaces.
  - *Example: Maz Kanata is on the Spinward Core space when she must discard her "Chewbacca" crew. The "Chewbacca" contact token must be placed faceup on the nearest planet with an empty contact space, so it is placed faceup on the Spinward Core space.*
- **Health Remaining:** A character's "health remaining" is that character's health minus the number of damage on that character.
- **Hondo Ohnaka:** Goal tokens placed on Hondo's assets remain on those cards even if Hondo flips to the front side of his character card.
- **Lando Calrissian:** When resolving Lando's encounter card, you may reroll your die using the Lando crew's ability. If you roll a blank during this encounter and Lando is your only crew, you must discard Lando.
- **Reputation:** While a player is "treated as having" a reputation different from their actual reputation, that player ignores any reputation gained or lost with that faction.

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